AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

1. - 17. (Canceled).

18.   (Currently Amended) A game system including an arcade game machine installed in a play facility with which a player plays a game after paying a play fee, and a server device connected to the arcade game machine via a network, the game system being configured to perform:

(a)   registering identification information unique to the player on the server device;

(b)   after the registering, allowing the player to store on the server device an optional message in advance in association with the registered identification information and in association with an event associated with a game result of the game to be played, ~~which~~ wherein the event is designated by the player who expects the event to occur during a progress of the game to be played before allowing the player to start the game on the arcade game machine, said optional message being arranged to be sent from the server device to a terminal device ~~optionally designated in advance by the player~~;

(c)   allowing the player to play the game on the arcade game machine when [[the]] identification information transmitted from the player meets the identification information ~~stored~~ registered on the server device, wherein the arcade game machine includes an interface for recording the transmitted identification information of the

player, and authenticates the <u>transmitted identification information based on the</u> identification information registered on the server device; [[and]]

(d)   transmitting the optional message from the server device to the terminal device ~~optionally designated in advance by the player~~ so that the optional message is displayed on the terminal device when the event has occurred on the arcade game machine ~~during the progress of the game after starting the game~~, wherein the optional message to be displayed on the terminal device is associated with the game result ~~after~~ <u>in</u> the game ~~has been~~ played ~~in response to input from~~ <u>by</u> the player<u>;</u> <u>and</u>

(e)   <u>calculating points acquired as a result of the player's game play,</u>

<u>wherein there are a plurality of optional messages and plural first ones of the optional messages are stored on the server device before starting the game in association with certain values of points to be acquired by the player, and the server device sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the player, and</u>

<u>wherein a second one of the optional messages is stored in association with a special result of the game played by the player, and if the special result occurs in the game played by the player, the server device sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.</u>

19.   (Canceled).

20.   (Canceled).

21. (Canceled).

22. (Canceled).

23. (Canceled).

24. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to perform:

(a) registering identification information issued to a player on the server;

(b) after the registering, allowing the player to store on the server an optional message in advance in ~~relation to~~ association with said registered identification information and in ~~relation to~~ association with an event associated with a game result of a game to be played, ~~which~~ wherein the event is designated by the player who expects the event to occur during a progress or as a result of the game, by way of a mobile terminal device under manipulation by the player, said optional message being arranged to be sent from the server to a terminal device ~~optionally designated in advance by the player~~;

(c) allowing the player to play the game on said one of the plurality of game apparatuses when [[the]] identification information input by the player meets the identification information registered on the server, wherein the game system includes an interface for recording the input identification information of the player, and

authenticates the <u>input identification information based on the</u> identification information

registered on the server; [[and]]

(d)   transmitting the optional message to said terminal device ~~optionally~~

~~designated in advance by the player~~ from the server so that the optional message is

displayed on the terminal device when the event designated in advance by the player

has occurred during a progress or as a result of the game after starting the game,

wherein the optional message to be displayed on the terminal device is associated with

the game result [[after]] <u>in</u> the game ~~has been~~ played ~~in response to input from~~ <u>by</u> the

player<u>; and</u>

(e)   <u>calculating points acquired as a result of the player's game play,</u>

<u>wherein there are a plurality of optional messages and plural first ones of</u>

<u>the optional messages are stored on the server before starting the game in association</u>

<u>with certain values of points to be acquired by the player, and the server sends one of</u>

<u>the first ones of the optional messages to the terminal device for display in accordance</u>

<u>with the result of the game played by the player, and</u>

<u>wherein a second one of the optional messages is stored in association</u>

<u>with a special result of the game played by the player, and if the special result occurs in</u>

<u>the game played by the player, the server sends the second one of the optional</u>

<u>messages to the terminal device so that the second one of the optional messages can</u>

<u>be displayed on the terminal device.</u>

25.   (Previously Presented) The game system according to claim 24, wherein

said optional message contains plural messages which are stored in relation with

certain game stages or statuses as said event designated in advance by the player, respectively.

26. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, which is configured to allow one player to play a game on one of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses, said game system being configured to perform:

(a) registering identification information unique to each player so that the one player on the one of the plurality of game apparatuses can play the game against the another player on the another of the plurality of game apparatuses;

(b) after the registering, allowing the one player to store on the server an optional message in advance by way of a mobile terminal device under manipulation by the one player, said optional message being stored in ~~relation to~~ association with an event associated with a game result of the game to be played, wherein the event ~~which~~ is designated by the player who expects the event to occur during a progress or as a result of the game, and arranged to be sent from the server to a terminal device ~~optionally designated in advance by the player~~, wherein the game system includes an interface for recording [[the]] identification information of the player, and authenticates the recorded identification information based on the identification information registered on the server;

(c) transmitting the optional message to said designated terminal device from the server so that the optional message is displayed on the designated

terminal device when the event designated in advance by the one player has occurred

during a progress or as a result of the game executed by the one player after starting

the game, wherein the optional message to be displayed on the terminal device is

associated with the game result ~~after~~ in the game ~~has been~~ played ~~in response to input~~

~~from~~ by the player; and

> (d)   calculating points acquired as a result of the player's game play,

wherein there are a plurality of optional messages and plural first ones of

the optional messages are stored on the server before starting the game in association

with certain values of points to be acquired by the player, and the server sends one of

the first ones of the optional messages to the terminal device for display in accordance

with the result of the game played by the player, and

wherein a second one of the optional messages is stored in association

with a special result of the game played by the player, and if the special result occurs in

the game played by the player, the server sends the second one of the optional

messages to the terminal device so that the second one of the optional messages can

be displayed on the terminal device.

27.   (Previously Presented) The game system of claim 18, wherein said

designated terminal device is the arcade game machine on which the player plays the

game.

28.   (Previously Presented) The game system of claim 18, wherein said

designated terminal device is either another arcade game machine on which an

opponent player plays the game or a mobile terminal device which the opponent player carries.

29.   (Previously Presented) The game system of claim 24, wherein said designated terminal device is the one of the plurality of game apparatuses on which the player plays the game.

30.   (Previously Presented) The game system of claim 24, wherein said designated terminal device is either another of the plurality of game apparatuses on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

31.   (Previously Presented) The game system of claim 26, wherein said designated terminal device is either the other of the plurality of game apparatuses on which the other player plays the game or a mobile terminal device which the other player carries.

32.   (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, which is configured to allow one player to play a game on one of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses, said game system being configured to perform:

(a)   registering identification information unique to each player so that the one player on the one of the plurality of game apparatuses can play the game against the another player on the another of the plurality of game apparatuses;

(b)   allowing the one player to store on the server an optional message in advance by way of a mobile terminal device operated by the one player, said optional message being a message arbitrarily prepared or designated by the one player, stored on the server in ~~relation to~~ association with the registered identification information and in ~~relation to~~ association with an event associated with a game result of the game to be played, which the one player expects to occur during a progress or as a result of the game, and arranged to be displayed on a terminal device designated in advance by the player, wherein the game system includes an interface for recording [[the]] identification information of the player, and authenticates the recorded identification information based on the identification information registered on the server; [[and]]

(c)   transmitting the optional message to said designated terminal device from the server so that the message is displayed on the designated terminal device when the event designated in advance by the one player has occurred during a progress or as a result of the game after starting the game, wherein the optional message to be displayed on the terminal device is associated with the game result ~~after~~ in the game ~~has been~~ played ~~in response to input from~~ by the player; and

(d)   calculating points acquired as a result of the player's game play, wherein there are a plurality of optional messages and plural first ones of the optional messages are stored on the server before starting the game in association with certain values of points to be acquired by the player, and the server sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the player, and

wherein a second one of the optional messages is stored in association with a special result of the game played by the player, and if the special result occurs in the game played by the player, the server sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

33.   (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to allow one player to play a game on one game apparatus of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses and to perform:

(a)   allowing the one player to store an optional message in advance on the server by way of a mobile terminal device operated by the one player, said optional message being [[of]] a message arbitrarily prepared or designated by the one player, stored on the server in relation to association with an event associated with a game result of the game to be played, which the one player expects to occur during a progress or as a result of the game, and arranged to be displayed on a terminal device designated in advance by the one player, wherein the game system includes an interface for recording [[the]] identification information of the player, and authenticates the recorded identification information based on identification information registered on the server; [[and]]

(b)   transmitting the optional message to said designated terminal device from the server so that the message is displayed on the designated terminal

device when the event designated by the one player has occurred during a progress or as a result of the game after starting the game, wherein the optional message to be displayed on the terminal device is associated with the game result ~~after~~ in the game ~~has been~~ played ~~in response to input from~~ by the player; and

(c)   calculating points acquired as a result of the player's game play,

wherein there are a plurality of optional messages and plural first ones of the optional messages are stored on the server before starting the game in association with certain values of points to be acquired by the player, and the server sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the player, and

wherein a second one of the optional messages is stored in association with a special result of the game played by the player, and if the special result occurs in the game played by the player, the server sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

34.   (Previously Presented) The game system of claim 18, wherein the optional message is displayed on arcade game machines of other game players playing the same game.

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